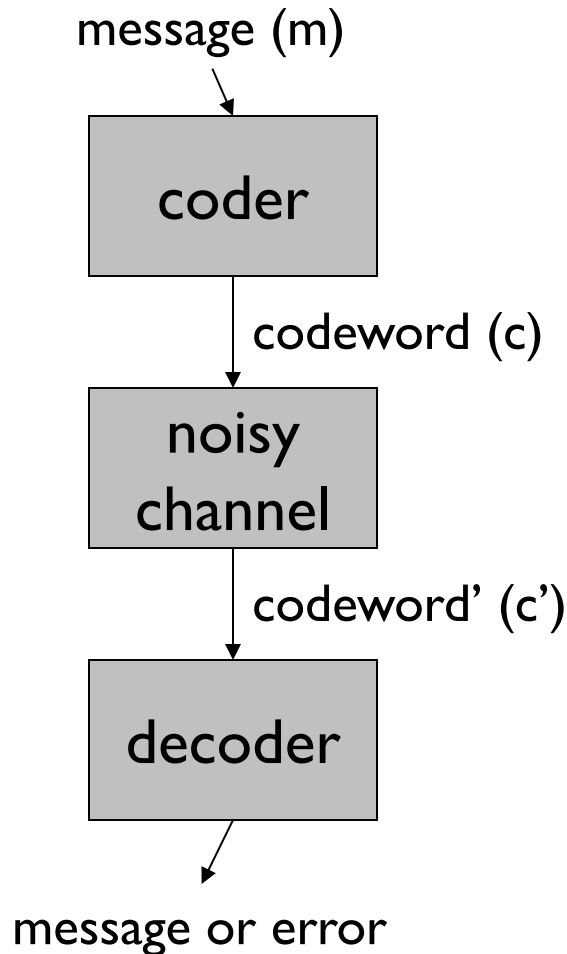


# Recap: Block Codes



Each message and codeword is of fixed size

$\Sigma$  = codeword alphabet

$$\mathbf{k} = |m| \quad \mathbf{n} = |c| \quad \mathbf{q} = |\Sigma|$$

$\mathbf{C}$  = “code” = set of codewords

$$\mathbf{C} \subseteq \Sigma^n \text{ (codewords)}$$

$\Delta(\mathbf{x}, \mathbf{y})$  = number of positions s.t.  $x_i \neq y_i$

$$\mathbf{d} = \min\{\Delta(\mathbf{x}, \mathbf{y}) : \mathbf{x}, \mathbf{y} \in \mathbf{C}, \mathbf{x} \neq \mathbf{y}\}$$

Code described as:  $(\mathbf{n}, \mathbf{k}, \mathbf{d})_q$

# Recap: Role of Minimum Distance

## **Theorem:**

A code C with minimum distance “d” can:

1. detect any (d-1) errors
2. recover any (d-1) erasures
3. correct any  $\lfloor \frac{d-1}{2} \rfloor$  errors

## Stated another way:

For s-bit error detection  $d \geq s + 1$

For s-bit error correction  $d \geq 2s + 1$

To correct a erasures and b errors if  $d \geq a + 2b + 1$

# Desired Properties

We look for codes with the following properties:

1. Good rate:  $k/n$  should be high (low overhead)
2. Good distance:  $d$  should be large (good error correction)
3. Small block size  $k$  (helps with latency)
4. Fast encoding and decoding
5. Others: want to handle bursty/random errors, local decodability, ...

Q:

If no structure in the code, how would one perform encoding?

Gigantic lookup table!

**If no structure in the code, encoding is highly inefficient.**

A common kind of structure added is **linearity**

# Linear Codes

If  $\Sigma$  is a finite field, then  $\Sigma^n$  is a vector space

**Definition:**  $C$  is a linear code if it is a linear subspace of  $\Sigma^n$  of dimension  $k$ .

This means that there is a set of  $k$  independent vectors

$v_i \in \Sigma^n$  ( $1 \leq i \leq k$ ) that span the subspace.

i.e. every codeword can be written as:

$$c = a_1 v_1 + a_2 v_2 + \dots + a_k v_k \quad \text{where } a_i \in \Sigma$$

“Basis (or spanning) Vectors”

# Some Properties of Linear Codes

1. Linear combination of two codewords is a codeword.
2. Minimum distance ( $d$ ) = weight of least weight (non-zero) codewords

(Weight of a vector refers to the Hamming weight of a vector, which is equal to the number of non-zero symbols in the vector)

$$d = \min_{\substack{c_i, c_j \in \mathcal{C} \\ i \neq j}} |c_i - c_j|$$
$$= \min_{\substack{c \in \mathcal{C} \\ c \neq 0}} |c|$$

# Generator and Parity Check Matrices

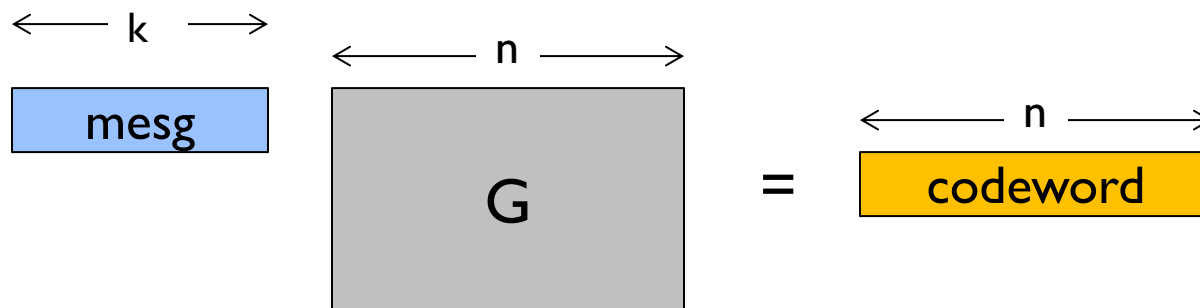
3. Every linear code has two matrices associated with it.

## 1. Generator Matrix:

A  $k \times n$  matrix  $\mathbf{G}$  such that:  $C = \{ x\mathbf{G} \mid x \in \Sigma^k \}$

(Note: Here vectors are “row vectors”.)

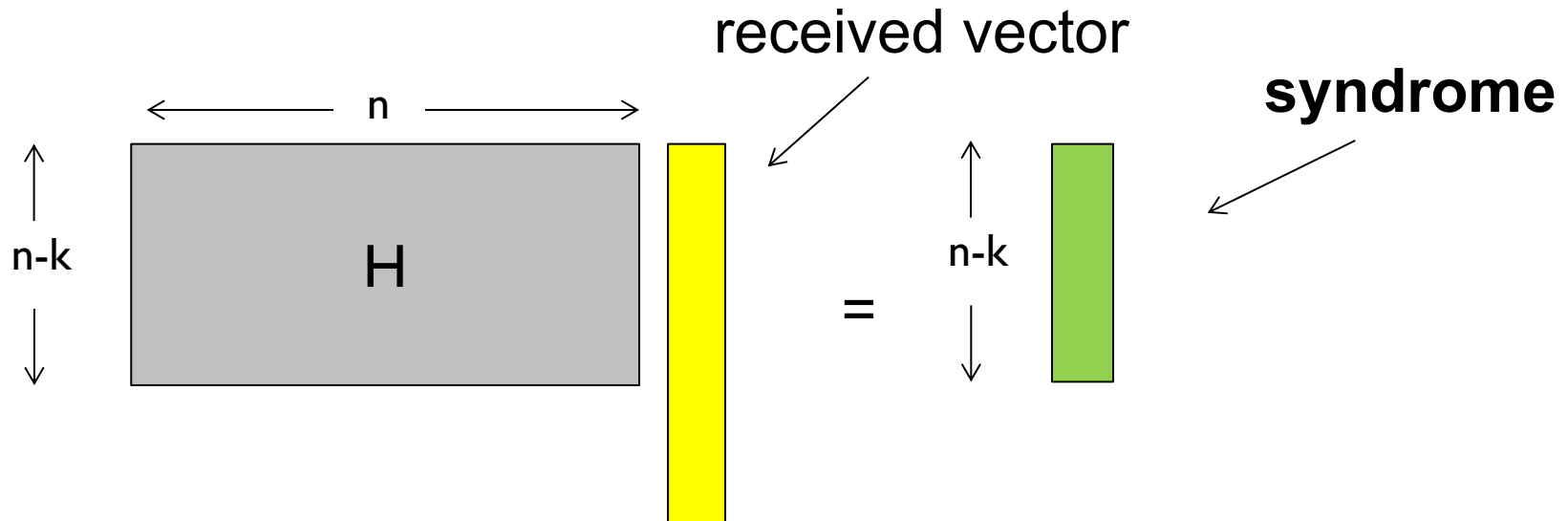
Made from stacking the spanning vectors



# Generator and Parity Check Matrices

## 2. Parity Check Matrix:

An  $(n - k) \times n$  matrix  $\mathbf{H}$  such that:  $C = \{y \in \Sigma^n \mid Hy^T = 0\}$   
(Codewords are the null space of  $\mathbf{H}$ .)



if syndrome = 0, received vector = codeword  
else have to use syndrome to get back codeword (“decode”)



# Advantages of Linear Codes

- Encoding is efficient (vector-matrix multiply)
- Error detection is efficient (vector-matrix multiply)
- **Syndrome** ( $Hy^T$ ) has error information
- How to decode? In general, have  $q^{n-k}$  sized table for decoding (one for each syndrome).  
Useful if  $n-k$  is small, else want (and there exist) other more efficient decoding algorithms.

# The $d$ of linear codes

**Theorem:** Linear codes have distance  $d$  if every set of  $(d-1)$  columns of  $\mathbf{H}$  are linearly independent, but there is a set of  $d$  columns that are linearly dependent.

Proof sketch: Ideas?

For linear codes, distance equals least weight of non-zero codeword.

Each codeword gives some collection of columns that must sum to zero.

# Example and “Standard Form”

“Standard form” of  $G$  for systematic codes:  $[I_k \ A]$ .

$$G = \left[ \begin{array}{cccc|ccc} 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 & 1 & 1 \end{array} \right]$$

(7,4,3) Hamming code

# Relationship of G and H

**Theorem:** For binary codes, if  $G$  is in standard form  $[I_k \ A]$  then  $H = [-A^T \ I_{n-k}]$

Example of (7,4,3) Hamming code:

transpose

$$G = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 & 1 & 1 \end{bmatrix}$$
$$H = \begin{bmatrix} 1 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

# Relationship of G and H

## **Proof:**

Two parts to prove: (exercise)

1. Suppose that  $x$  is a message. Then  $H(xG)^T = 0$ .
2. Conversely, suppose that  $Hy^T = 0$ . Then  $y$  is a codeword.

# Singleton bound

**Theorem:** For every  $(n, k, d)_q$  code,  $n \geq (k + d - 1)$

Another way to look at this:  $d \leq (n - k + 1)$

(We will not go into the proof of this theorem in this course due to limited time on this topic.)

Codes that meet Singleton bound with equality are called  
**Maximum Distance Separable (MDS)**

# Maximum Distance Separable (MDS)

Only two binary MDS codes!

Q: What are they?

1. Repetition codes ( $k = 1$ )
2. Single-parity check codes ( $n-k = 1$ )

**Need to go beyond the binary alphabet.  
Finite fields!**